



Colm Mc Colgan

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Profile & Unreal Engine Experience

I am a startup independent filmmaker (2 years approx.) and have three film credits (see below). I also have:

- Written, produced and directed two shorts
- Crewed on a further two (camera and sound)
- A further three scripts ready for production.

I rent desk space in an innovation centre in Inishowen, Co Donegal ([theii](#)) and have invested heavily in filmmaking training, equipment, software and building my network. I am exploring the feasibility of trading as *West End Movies* (www.westendmovies.com).

I have been using *Unreal Engine* (UE) for over nine months now, prototyping scenes for two of my scripts (a World War 2 submarine and a graveyard scene, respectively) and have invested in an Apple M4 Pro with 48GB of RAM for that purpose.

As a result of a recently completed nine-month film-making course (see *Education* below), I also have substantial experience of using *DaVinci Fusion* for 3D world-building and special effects (also with *Adobe After Effects*). Fusion shares a similar node-based visual scripting approach to digital asset manipulation with UE's *Blueprints*. The course also provided a sound grounding in other disciplines needed for world building (animation, lighting and camera positioning).

With a primary degree and experience in Industrial Engineering, I have a thorough understanding of the principals and practice of three-dimensional design, while my Masters degree in Computer Science and eight years experience as a computer programmer and systems designer equips me with the range of the digital and engineering technologies used in the virtual production workflow.

In my previous role with [ERNACT](#), I was responsible for developing and delivering a number of innovative virtual reality and AI projects, mainly for use in the tourism and culture sectors in a number of European cities and regions. This provided early exposure to and valuable experience in both the challenges and possibilities of VR.

Participation in this programme would allow me to find more work as a freelancer, better compete for filmmaking funding and, as an independent shorts creator, realise more ambitious projects. Use of the virtual production studios in Ulster University CoStar Lab provides the opportunity for gaining practical experience and exploring the possibilities and limits of the technology. The pre-production possibilities using virtual scouting, pre visualisation & set prototyping will improve my filmmaking efficiency and production quality.

I consider the course fee a sound investment, and as an active member of the film community in Donegal, I will be in a strong position to build awareness of the possibilities of virtual production in the County and to assist other filmmakers to incorporate the technology into their productions.

Experience

FILM MAKER, FREELANCE; INISHOWEN INNOVATION, BUNCRANA , CO DONEGAL - 2023 - PRESENT

I have achieved three film credits, written five scripts and completed two shorts. I have been on a crew member on a further two shorts and developed my filmmaking skills in cinematography, editing, scriptwriting and world building and continue to refine my artistic vision. Crucially, I have invested heavily in training, filmmaking hardware and software and substantially developed my filmmaking people networks.

GENERAL MANAGER, ERNACT; LETTERKENNY, CO DONEGAL - 1997-2023

Responsible to ERNACT board for developing, funding and delivery of innovative digital technology projects (VR, AI, wireless services, etc.) involving multiple organisations and development teams across Europe. ERNACT is a network of European regions, cities and universities that work together to add value to their digital technology innovation strategies.

TECHNICAL MANAGER, ERNACT; LETTERKENNY, CO DONEGAL - 1991-1997

Responsible to the ERNACT General Manager for delivering funded digital technology projects on-time, within budget while meeting project aims and objectives.

GROUP INFORMATION SYSTEMS MANAGER, RAUMA REPOLA; DUBLIN - 1988-1991

Managing the team responsible for the operation of Rauma's network of computer systems in Ireland, software development staff and new systems design.

COMPUTER CONSULTANT, SELF EMPLOYED, DUBLIN; 85-87

Software development (programming) and new services design for clients in Ireland.

EARLIER POSITIONS

1. Analyst Programmer, Coca Cola; London, 84-85
2. Inventory Control Specialist, Whittaker Corp; Saudi Arabia, 83-84
3. Materials Planning Supervisor, Abbott Ireland; Sligo, 81-82
4. Materials Mgt. Trainee and Production Planner, Abbott Ireland; Sligo, 79-81

Education

- South West College, Omagh, Co Tyrone - OCN NI Level 3 Cert Filmmaking Creative Arts & Digital Technologies, 2025 (delivered by Nerve Centre, Derry).
- Ulster University, Derry, Master of Science (Distinction) - Computers and Information Systems, 1996.
- Galway University, Galway, Bachelor of Engineering (Industrial), 1979.

Training (film related)

Nerve Centre, Derry - Filmmaking Skills Accelerator: Nine-week practical part-time course with training provided by professional crew (producer, cinematographer, etc.) and focusing on onset topics such as crew roles, professional standards, production paperwork, on-set etiquette, contracts, legal aspects of filmmaking, health and safety, finding jobs and networking. It culminated with participants shadowing experienced crew in developing a short film, *Calling Gloria*. (This course will finish in early December).

Filmmaking with Smartphone: Three-day residential NTA-funded training programme, covering the basics of filmmaking (Nov 2024). All participants were expected to develop a script and deliver a completed short, filmed with smartphone.

Other short training courses: see <https://www.westendmovies.com/myprojects>

Relevant Skills

1. *Unreal Engine* and *DaVinci Fusion* for 3D film world creation and special effects.
2. *DaVinci Resolve Studio* and *Adobe Premier Pro* editing (incl. After Effects)
3. Computer programming (C, C++) .
4. On-set video village setup (mainly using Teradek equipment and software)
5. Combining camera, lighting, animation and sound for film scenes and shot design.
6. Integration of complex software/hardware/networking systems, typical in virtual production sets.
7. Project management of technology and software projects in industrial environments.
8. Driving (Full license & car owner).

Credits

- *Ghost Boys* - Rathmullan Film Festival 2024 and DisappearHereFestival 2024 (selected for viewing) I wrote, produced and directed this film.
- *M&Ms* - Rathmullan Film Festival 2025 (selected for viewing) - I was the sound recordist)
- *Calling Gloria* - Pending (shot Nov 25) - I was the trainee camera operator.